TT DIAMOND DICE DUO BaseBall™ ***Expanded*** < [¤] > *Imagined, Invented & Implemented* By ***Travis Allen King*** A.K.A. ***Damian T. Hallan*** © **2026**
ANY And ALL *Advice*, Constructive *Criticism*, And Concise *Comments* May Be Sent To Me By Email: **damianthallan@gmail.com**.

-**GAME DURATION**-
Innings Average ~**Ten To 20 Minutes**~. Games Average ~**One 1/2 To Three Hours**~. Actual Length Will Vary Based Upon Every Player's Pace.

=**GAME SETUP**=
4: 6-Sided Dice To Keep Track Of Player Outcome <¤> Each Player Rolls TWO Dice For Result. These Dice Shall Be The ONLY Dice Rolled.
4: 6-Sided Dice To Keep Tally Of Bases And Runners <¤> ONE=BASE Is SAFE • 3 = BASE Is OUT • FOUR=BASE Is ACTIVE • 6 = BASE Is EMPTY.
4: 6-Sided Dice To Keep Track Of Both Players' Scores <¤> (6=0) Left:# Of 5s + Right:COUNT From 0-5; E.G. 6&5=5 Or 3&6=15 Or 5&5=30.
3: 6-Sided Dice To Keep Tally Of BALLS, STRIKES & OUTS <¤> Dice Placed: Top Die, 4 BALLS; Middle Die, 3 STRIKES; Bottom Die, 3 OUTS.
9: 6-Sided Dice To Keep Track Of Every Inning <¤> 3=Inning Not Played ▪ ONE=TOP Of Inning ▪ FOUR=BOTTOM Of Inning ▪ 6=Inning Played.
Use Pen And Pad To Keep Tally Of Play Outcomes If Available Dice Are Limited And If Players Wish To Track Play-By-Play Game Results.

+**GAME PLAY**+
TWO Players Each Roll TWO Dice. Re-Roll Dice TIES. High Roller Chooses HOME Or VISITOR. HOME BEGINS The GAME As DEFENSE.
Both Players Roll TWO Dice As The GAME PLAYS & Sums Total Of Each Roll & PLAY Continues According To ALL Baseball Rules.
Results With An ERROR Must FIRST Resolve The ERROR Phase Completely, Then PLAYS Continue According To ANY Other Results.
If The GAME Is TIED After NINE Innings, Each Half-Inning Following The NINTH Inning BEGINS With A RUNNER On SECOND BASE.
PLAY Until VISITOR Scores More Than HOME By The End Of Inning, Or HOME Scores More Than VISITOR In An Incomplete Inning.

<**THROWS**> *DEFENSE*: [Pitcher MUST Roll.]
2: KnuckleBall¡?¡/Palmball!¿! (STRIKE. IF STRIKE 3 And 1ST BASE EMPTY Or 2 OUTS, Batter Go To <RUNNING>; OTHERWISE Go To <STEALING>.)
3: Balked Pitch!? (Re-Roll IF ≥ONE BASES LOADED: IF 2 Or 12, ALL Runners Advance ONE BASE; REGARDLESS Repeat <THROWS>.)
4: Fork Ball!¡! (Re-Roll. IF: {6-8, STRIKE. <¤> 5 Or 9, FOUL.} Repeat <THROWS>; 2-4 Or 10-12, Go To <BATTING>.)
5: Cutter Ball¿**?**! (Re-Roll. IF 6-8, STRIKE. SECOND & THIRD BASE Runners Go To <RUNNING>; OTHERWISE Go To <BATTING>.)
6: Wild Pitch!¿?¡ (Re-Roll. IF 5-9, Go To <BALLS>; OTHERWISE Go To <BATTING>.)
7: Swing?! (Go To <BATTING>.)
8: Wild Pitch¡?¿! (Re-Roll. IF 5-9, Go To <BALLS>; OTHERWISE Go To <BATTING>.)
9: Curve Ball¿**?**! (Re-Roll. IF 6-8, STRIKE. FIRST & SECOND BASE Runners Go To <RUNNING>; OTHERWISE Go To <BATTING>.)
10: Breaking Ball¡!¡ (Re-Roll. IF: {6-8, STRIKE. <¤> 5 Or 9, BALL.} Repeat <THROWS>; 2-4 Or 10-12, Go To <BATTING>.)
11: Fast Ball!!! (STRIKE. FIRST & SECOND BASE Runners Go To <STEALING>.)
12: Eephus Pitch¿¡?!**?**!?¡¿ (Re-Roll. IF: 2-4 Or 10-12, STRIKE. Repeat <THROWS>; 5 Or 9, Go To <BATTING>; 6-8, Go To <BALLS>.)

<**BATTING**> *OFFENSE*: [Batter Roll; OTHERWISE Go To <BUNTING>.]
2: HOME RUN!!!! (Batter And ALL Runners Advance To HOME. Return To <THROWS>.)
3: TRIPLE¿?**?** (Re-Roll. IF 2, 7 Or 12, Batter SAFE On 3RD. ALL Runners Advance 3 BASES. Go To <ERRORS>; OTHERWISE DOUBLE!!)
4: DOUBLE!! (Batter SAFE On SECOND. FORCED Runners Advance TWO BASES. CHOOSE: Go To <ERRORS> Or ALL Runners Go To <RUNNING>.)
5: Fielder's Choice**?** (Batter SAFE On 1ST. FORCED Runner OUT On 2ND Or 3RD. OTHER Runners Advance ONE BASE. Go To <ERRORS>.)
6: Infield Fly¡!/Pop Up¿**?** (Batter OUT. IF: 1ST+2ND Or BASES LOADED & ≤2 OUTS, Go To <RUNNING>; OTHERWISE Go To <ERRORS>.)
7: SINGLE! (Batter SAFE On FIRST. FORCED Runners Advance ONE BASE. CHOOSE: Go To <ERRORS> Or ALL Runners Go To <RUNNING>.)
8: Line Drive! (Batter OUT On FIRST. FORCED Runners Advance ONE BASE. Go To <ERRORS>.)
9: Fly Ball!/Line Out! (Re-Roll. {IF 6-8, Batter OUT. ALL Runners Advance ONE BASE; OTHERWISE Batter OUT.} Go To <ERRORS>.)
10: Grounder¡ (Batter OUT @ FIRST. FORCED Runners OUT On SECOND & THIRD. OTHER Runners Advance ONE BASE. Go To <ERRORS>.)
11: Sac Fly¿! (Batter OUT. THIRD BASE Runner Advance To HOME. Return To <THROWS>.)
12: Sac Hit!¿ (Batter OUT On FIRST. ALL Runners Advance ONE BASE. Return To <THROWS>.)

<**BUNTING**> *OFFENSE*: [Bunter MUST Roll.]
2: Caught Bunt! (Bunter OUT. Go To <ERRORS>.)
3: Best Bunt! (Bunter SAFE On FIRST. ALL Runners Advance ONE BASE. Go To <ERRORS>.)
4: Bad Bunt! (Bunter OUT On FIRST. FORCED Runners Advance ONE BASE. Go To <ERRORS>.)
5-6: Blundered Bunt! (Bunter OUT On FIRST. FORCED Runners OUT. Go To <ERRORS>.)
7-8: Bunt! (Bunter SAFE On FIRST. ALL Runners Advance ONE BASE. Go To <RUNNING>.)
9-10: Foul Bunt! (STRIKE. Return To <THROWS>.)
11-12: Sacrifice Bunt! (Bunter OUT On FIRST. ALL Runners Advance ONE BASE. Return To <THROWS>.)

<**BALLS**> *DEFENSE*: [Pitcher MUST Roll.]
2: ¡¿Hit By Pitch**?** (Re-Roll. IF 2 Or 12, BALL; OTHERWISE Batter WALK To FIRST; REGARDLESS Return To <THROWS>.)
3: Ball Thrown! (BALL. Return To <THROWS>.)
4-5: (Go To <FOULS>.)
6: Ball Thrown! (BALL. Return To <THROWS>.)
7-8: (Go To <FOULS>.)
9: Ball Thrown! (BALL. Return To <THROWS>.)
10: ¡Wild Ball! (BALL. FIRST BASE Runner Go To <STEALING>.)
11: ¡Outside Wild Ball!! (BALL. FIRST Or SECOND BASE Runner Go To <STEALING>.)
12: ¡Way Outside Wild Ball!!! (BALL. FIRST And SECOND And THIRD BASE Runners Go To <RUNNING>.)

<**FOULS**> *DEFENSE*: [Fielder MUST Roll.]
2: ¡Fan Interference**?** (Batter OUT. Return To <THROWS>.)
3: Foul Ball Caught! (Batter OUT. Go To <ERRORS>.)
4-9: Foul Ball! (FOUL. Return To <THROWS>.)
10: Foul Ball Caught! (Batter OUT. Go To <RUNNING>.)
11: Foul Tip! (STRIKE. FIRST Or SECOND BASE Runner Go To <STEALING>.)
12: ¿Ball Bounced Out Of Play**?** (Batter SAFE On SECOND. ALL Runners Advance TWO BASES. Return To <THROWS>.)

<**ERRORS**> *DEFENSE*: [Fielder MUST Roll For Batter, THEN May Choose ANY Order For Throws To EACH ADVANCING Base Runner.]
2: ¿Obstruction¿ (Re-Roll. {IF 7, Batter\Runner SAFE At First\Next BASE. FORCED Runners Advance; OTHERWISE OUT.} Return To <THROWS>.)
3-10: No Errors. (Go To <RUNNING>.)
11: Boggled Ball! (Go To <STEALING>.)
12: Bobbled Ball! (OUT Nullified Or Runner SAFE On Next ONE EMPTY BASE Or OTHERWISE On SAME BASE. Go To <RUNNING>.)

<**STEALING**> *OFFENSE*: [Runner Roll IF Next ONE BASE Is EMPTY; OTHERWISE Return To <THROWS>.]
2: !Burst Of Speed! (Runner SAFE On Next BASE. SAME Runner Go To <RUNNING>.)
3-5: Stolen Base! (Runner SAFE On Next BASE. DIFFERENT Runner Repeat <STEALING>.)
6-8: Covered Base! (Runner OUT. DIFFERENT Runner Repeat <STEALING>.)
9-10: Back On Base! (Runner Stays SAFE On SAME BASE. DIFFERENT Runner Repeat <STEALING>.)
11-12: Well Covered Base! (Runner OUT. DIFFERENT Runner Go To <RUNNING>.)

<**RUNNING**> *OFFENSE*: [Runner Roll IF Next ONE BASE Is EMPTY; OTHERWISE Return To <THROWS>.| Batter MUST Roll On Uncaught THIRD STRIKE.]
2-6: Winded! (Runner OUT. DIFFERENT Runner Repeat <RUNNING>.| Batter OUT @ FIRST BASE. ALL Runners Advance ONE BASE. Go To <ERRORS>.)
7-9: !!Sprinted¡ (Runner SAFE On Next BASE. DIFF Runner Repeat <RUNNING>.| Batter OUT @ 1ST. FORCED Runner OUT @ HP. Go To <ERRORS>.)
10: Very Well Covered Base! (Runner OUT. Return To <THROWS>.| Batter SAFE At FIRST. FORCED Runner OUT At HOME PLATE. Go To <ERRORS>.)
11-12: ¡Sacrificed!! (Runner OUT. DIFFERENT Runner SAFE On Next ONE EMPTY BASE. Return To <THROWS>.| Batter OUT. Return To <THROWS>.)

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-GAME DURATION-

Innings Average ~**Approx. 10 Minutes**~. Games Average ~**One Hour To Two Hours**~. Actual Length May Vary Based Upon Each Player's Pace.

=GAME SETUP=

2: 12-Sided Dice To Keep Tally Of Player Outcome <¤> 1=WILD; Players Each Re-Roll ONE Die & Higher Rolled Player Chooses The Result.
4: 6-Sided Dice To Keep Track Of Bases And Runners <¤> ONE=BASE Is SAFE • 3 = BASE Is OUT • FOUR=BASE Is ACTIVE • 6 = BASE Is EMPTY.
4: 6-Sided Dice To Keep Tally Of Both Players' Scores <¤> (6=0) Left:# Of 5s + Right:COUNT From 0-5; E.G. 6&5=5 Or 3&6=15 Or 5&5=30.
3: 6-Sided Dice To Keep Track Of BALLS, STRIKES & OUTS <¤> Dice Placed: Top Die, 4 BALLS; Middle Die, 3 STRIKES; Bottom Die, 3 OUTS.
9: 6-Sided Dice To Keep Tally Of Every Inning <¤> 3=Inning Not Played ▪ ONE=TOP Of Inning ▪ FOUR=BOTTOM Of Inning ▪ 6=Inning Played.
A Pencil And Pad To Keep Track Of Information If Availability Of Dice Is Limited Or Players Want To Tally Play-By-Play Game Results.

+GAME PLAY+

TWO Players Both Roll ONE Die. Roll Die TIE Again. High Roller Chooses HOME Or VISITOR. HOME BEGINS The GAME As DEFENSE.
Each Player Rolls ONE Die As The GAME PLAYS And From The Resulting Roll, PLAY Continues According To ALL Baseball Rules.
Results With An ERROR Must FIRST Resolve The ERROR Phase Completely, Then PLAYS Continue According To ALL Other Results.
If The GAME Is TIED After NINE Innings, Each Half-Inning Following The NINTH Inning BEGINS With A RUNNER On SECOND BASE.
PLAY Until VISITOR Scores More Than HOME By The End Of Inning, Or HOME Scores More Than VISITOR In An Incomplete Inning.

<**THROWS**> *DEFENSE*: [Pitcher MUST Roll.]
2: Balked**?**¡ (Re-Roll IF ≥1 BASES LOADED: IF SEVEN Is Rolled, ALL Runners Advance ONE BASE; REGARDLESS Repeat <THROWS>.)
3: Screw Ball¿¡**?**!? (STRIKE. 1ST, 2ND & 3RD BASE Runners Go To <RUNNING>.)
4: Swing?! (Go To <BATTING>.)
5: Sinker¡**?**¿! (Re-Roll. IF 2-3, 7 Or 11-12, STRIKE. 2ND & 3RD BASE Runners Go To <RUNNING>; OTHERWISE Go To <BATTING>.)
6: Wild Pitch!¡¡! (Go To <BALLS>.)
7: Swing?! (Go To <BATTING>.)
8: Wild Pitch¡!!¡ (Go To <BALLS>.)
9: Slider!¿**?**¡ (Re-Roll. IF 2-3, 7 Or 11-12, STRIKE. 1ST & 2ND BASE Runners Go To <RUNNING>; OTHERWISE Go To <BATTING>.)
10: Swing?! (Go To <BATTING>.)
11: Seam Ball!!! (STRIKE. FIRST Or SECOND BASE Runner Go To <STEALING>.)
12: Balked¿**?** (Re-Roll IF 3 BASES LOADED: IF 2, 7 Or 12 Rolled, ALL Runners Advance 1 BASE; REGARDLESS Repeat <THROWS>.)

<**BATTING**> *OFFENSE*: [Batter Roll; OTHERWISE Go To <BUNTING>.]
2: HOME RUN!!!! (Batter And ALL Runners Advance To HOME. Return To <THROWS>.)
3: TRIPLE¡**?**¡ (Re-Roll. IF 7-11, Batter SAFE On 3RD. ALL Runners Advance THREE BASES. Go To <ERRORS>; OTHERWISE SINGLE!)
4: DOUBLE!! (Batter SAFE On SECOND. FORCED Runners Advance TWO BASES. Go To <ERRORS>.)
5: Fielder's Choice**?** (Batter SAFE @ 1ST. FORCED Runners OUT @ 2ND & 3RD. OTHER Runners Advance 1 BASE. Go To <ERRORS>.)
6: Fly Out! (Batter OUT. ALL Runners Advance ONE BASE. Go To <ERRORS>.)
7: SINGLE! (Batter SAFE On FIRST. FORCED Runners Advance ONE BASE. Go To <ERRORS>.)
8: Line Drive! (Batter OUT On FIRST. FORCED Runners Advance ONE BASE. Go To <ERRORS>.)
9: Infield Fly!?/Pop Up**?** (Batter OUT. IF 1ST+2ND Or BASES LOADED & ≤2 OUTS, Go To <RUNNING>; OTHERWISE Go To <ERRORS>.)
10: Grounder¡ (Batter OUT @ 1ST. FORCED Runners OUT On SECOND & THIRD. OTHER Runners Advance ONE BASE. Go To <ERRORS>.)
11: Sac Fly¿! (Batter OUT. THIRD BASE Runner Advance To HOME. Return To <THROWS>.)
12: Sac Hit!¿ (Batter OUT On FIRST. FORCED Runners Advance ONE BASE. Return To <THROWS>.)

<**BUNTING**> *OFFENSE*: [Bunter MUST Roll.]
2: Caught Bunt! (Bunter OUT. Go To <RUNNING>.)
3: Better Bunt! (Bunter SAFE On FIRST. ALL Runners Advance ONE BASE. Go To <RUNNING>.)
4-6: Bad Bunt! (Bunter OUT On FIRST. FORCED Runners Advance ONE BASE. Go To <ERRORS>.)
7: Bunt! (Bunter SAFE On FIRST. FORCED Runners Advance ONE BASE. Go To <RUNNING>.)
8: Blundered Bunt! (Bunter OUT On FIRST. FORCED Runners OUT. Go To <RUNNING>.)
9-10: Foul Bunt! (STRIKE. Return To <THROWS>.)
11-12: Sacrifice Bunt! (Bunter OUT On FIRST. ALL Runners Advance ONE BASE. Return To <THROWS>.)

<**BALLS**> *DEFENSE*: [Pitcher MUST Roll.]
2: ¿¡Hit By Pitch**?** (Re-Roll. IF 7, STRIKE; OTHERWISE Batter WALK To FIRST; REGARDLESS Return To <THROWS>.)
3: Ball Thrown! (BALL. Return To <THROWS>.)
4-5: (Go To <FOULS>.)
6: Ball Thrown! (BALL. Return To <THROWS>.)
7-8: (Go To <FOULS>.)
9: Ball Thrown! (BALL. Return To <THROWS>.)
10: ¡Wild Ball! (BALL. FIRST BASE Runner Go To <STEALING>.)
11: ¡Outside Wild Ball!! (BALL. FIRST Or SECOND BASE Runner Go To <RUNNING>.)
12: ¡Way Outside Wild Ball!!! (BALL. FIRST Or SECOND Or THIRD BASE Runner Go To <RUNNING>.)

<**FOULS**> *DEFENSE*: [Fielder MUST Roll.]
2: ¡Fan Interference**?** (Batter OUT. Return To <THROWS>.)
3: Foul Ball Caught! (Batter OUT. Go To <RUNNING>.)
4-9: Foul Ball! (FOUL. Return To <THROWS>.)
10: Foul Ball Caught! (Batter OUT. Go To <ERRORS>.)
11: Foul Tip! (STRIKE. FIRST Or SECOND BASE Runner Go To <STEALING>.)
12: ¿Ball Bounced Out Of Play**?** (Batter SAFE On SECOND. ALL Runners Advance TWO BASES. Return To <THROWS>.)

<**ERRORS**> *DEFENSE*: [Fielder MUST Roll For Batter, THEN May Choose ANY Order For Throws To EACH ADVANCING Base Runner.]
2: Boggled Ball! (Go To <STEALING>.)
3-10: No Errors. (Go To <RUNNING>.)
11: Boggled Ball! (Go To <RUNNING>.)
12: Bobbled Ball! (OUT Nullified Or Runner SAFE On Next ONE EMPTY BASE Or OTHERWISE On SAME BASE. Go To <RUNNING>.)

<**STEALING**> *OFFENSE*: [Runner Roll IF Next ONE BASE Is EMPTY; OTHERWISE Return To <THROWS>.]
2: !Burst Of Speed! (Runner SAFE On Next EMPTY BASE. SAME Runner Go To <RUNNING>.)
3-5: Covered Base! (Runner OUT. DIFFERENT Runner Go To <RUNNING>.)
6-8: Stolen Base! (Runner SAFE On Next EMPTY BASE. DIFFERENT Runner Repeat <STEALING>.)
9-10: Back On Base! (Runner Stays SAFE On SAME BASE. DIFFERENT Runner Repeat <STEALING>.)
11-12: Well Covered Base! (Runner OUT. DIFFERENT Runner Go To <RUNNING>.)

<**RUNNING**> *OFFENSE*: [Runner Roll IF Next ONE BASE Is EMPTY; OTHERWISE Return To <THROWS>.]
2-6: !!Sprinted! (Runner SAFE On Next EMPTY BASE. DIFFERENT Runner Return To <STEALING>.)
7-9: Winded! (Runner OUT. DIFFERENT Runner Repeat <RUNNING>.)
10: Very Well Covered Base! (Runner OUT. Return To <THROWS>.)
11-12: Sacrificed! (Runner OUT. DIFFERENT Runner SAFE On Next ONE EMPTY BASE BEFORE The OUT. Return To <THROWS>.)